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Microsoft is doing anticompetitive things to keep applications on its platforms. One example is OpenGL and DirectX. OpenGL and DirectX are two APIs that compete with each other. These API's are heavily used in 3D games a market aimed at young people. As of now Microsoft supports OpenGL in its operating systems, but Microsoft could at its own discretion decide to no longer support OpenGL this would force companies to abandon OpenGL to go in favor of DirectX. Because Microsoft owns DirectX they can keep other platforms from using it.